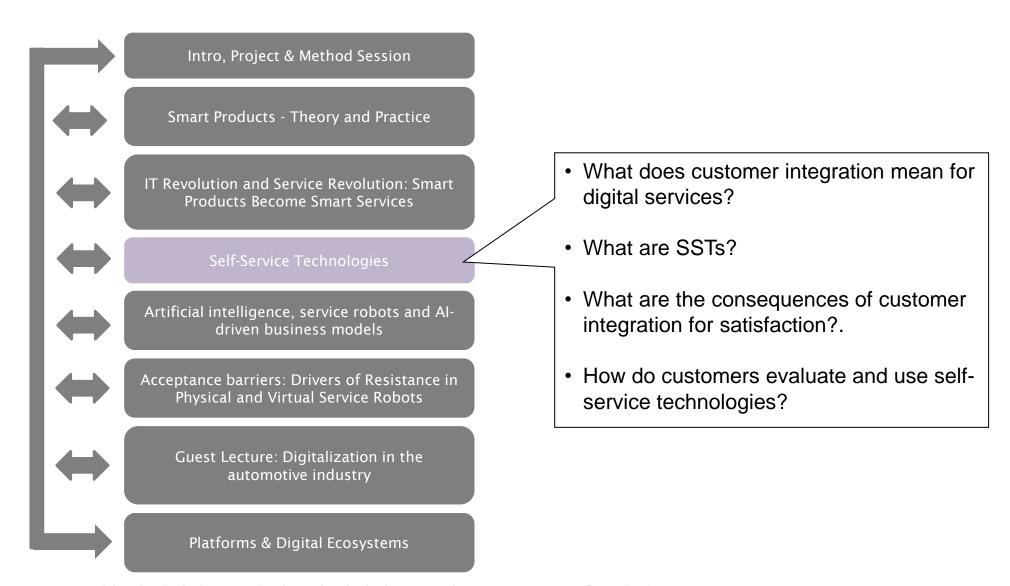
Self-Service Technologies (SSTs)

Dr. Stefan Raff

THEMATIC STRUCTURE OF THIS MODULE





CUSTOMER INTEGRATION IN EVERYDAY LIFE





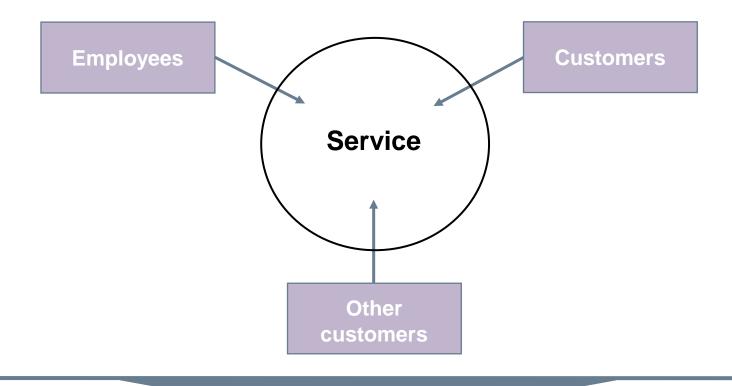








CUSTOMER INTEGRATION



Customer integration describes the fact that - in addition to employees - customers contribute an important part to the creation of the service.

CUSTOMER INTEGRATION IN EVERYDAY LIFE

Degrees of customer participation Low participation Medium participation High participation Creation of the service Standardized services Services are individualized through is not possible without Service is provided input from the customer the cooperation of independently of individual customers Creation of the service purchase requires previous Active participation of Payment is the only service purchase customers controls of the customer creation process **B2C** examples: **B2C examples:** Personal **B2C examples:** Airlines, hotel, fast food Hairdresser, doctor's visit Trainer, Couples Therapy **B2B** examples: Freight B2B examples: Advertising B2B examples: Consulting, agency, payroll accounting professional development transport

Source: Lovelock/Wirtz (2016), p. 313 f.; Zeithaml/Bitner/Gremler (2009), p. 388.

CUSTOMER INTEGRATION IN EVERYDAY LIFE

- · Customers often contribute their energy, time and resources and take responsibility in creating the service
 - Customers as "partial employees"
- Integrating customers into creation can increase a company's productivity (self-check-in, gas pumps), but it can also decrease it
 - Determine optimal distribution of tasks
- · Customers will not want to take over tasks if this lowers their own productivity (e.g., increased time expenditure)
 - Create clear incentives for customers

Introduction to Self-Service Technologies



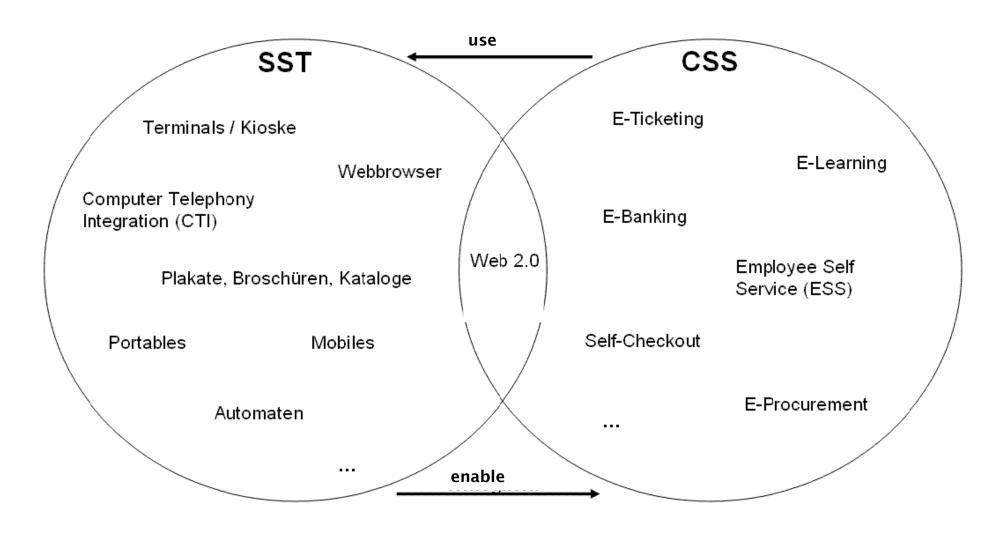


Airport SST

MC Donald's SST



Migros Subito self-scanning



RELEVANCE OF SELF-SERVICE TECHNOLOGIES (SST)









Self-service technologies (SST) are the logical next step in customer integration enabled by technology

POSSIBLE ADVANTAGES OF SST

Needfulfillment

For urgent needs, SSTs are immediately and immediately available (e.g., urgent transfer, need for cash)

Better than Alternative

- SSTs enable temporal and geographic flexibility in service creation (e.g., online stores, web check-in)
- SSTs are often cheaper than face-to-face channels (e.g., cheaper prices for airline tickets online)
- SSTs enable direct service creation without interaction with employees

Individualisability

SSTs allow (actual or perceived) individualization of services in the context of mass customization (e.g., photo books)

Source: Meuter et al. (2000), p. 56.

POSSIBLE DISADVANTAGES OF SST

Problems in the process

- Technological problems with the use of SST (e.g., ATM does not work).
- Problems with the service creation process (e.g., online orders do not arrive)

Bad Design

- Lack of user-friendliness, systems that are difficult to use (e.g., confusing online outlets).
- Limitations in SST performance and flexibility (e.g., limited amount of money in ATMs).

Customerinduced problems

 Problems in the process that are due to a lack of knowledge or errors on the part of the customer (e.g., forgetting the PIN)

Source: Meuter et al. (2000), p. 56.

Self-Service Technologies Acceptance

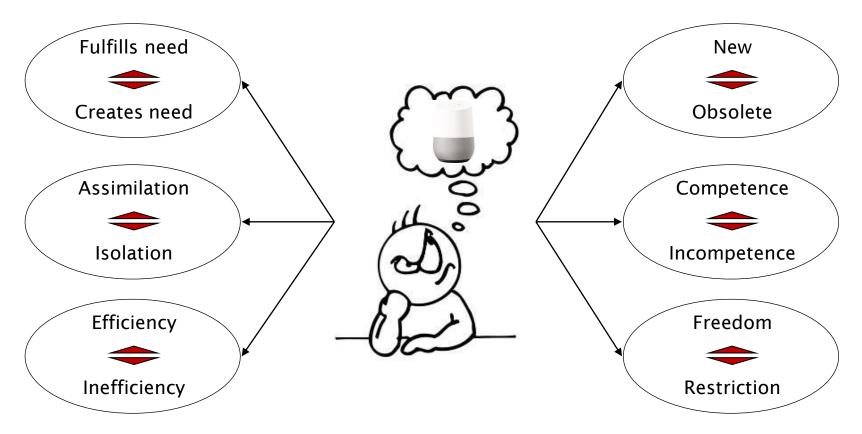
USER EVALUATION OF STT

Shoppers have a love/hate relationship with self-checkouts



Source:https://retailwire.com/discussion/shoppers-have-a-love-hate-relationship-with-self-checkouts/

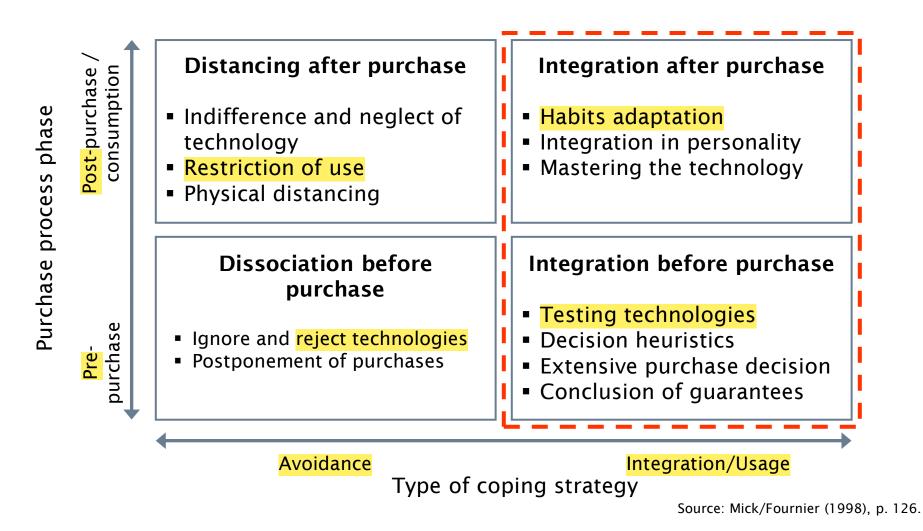
CONTRADICTIONS AND DILEMMAS IN THE EVALUATION OF NEW TECHNOLOGIES



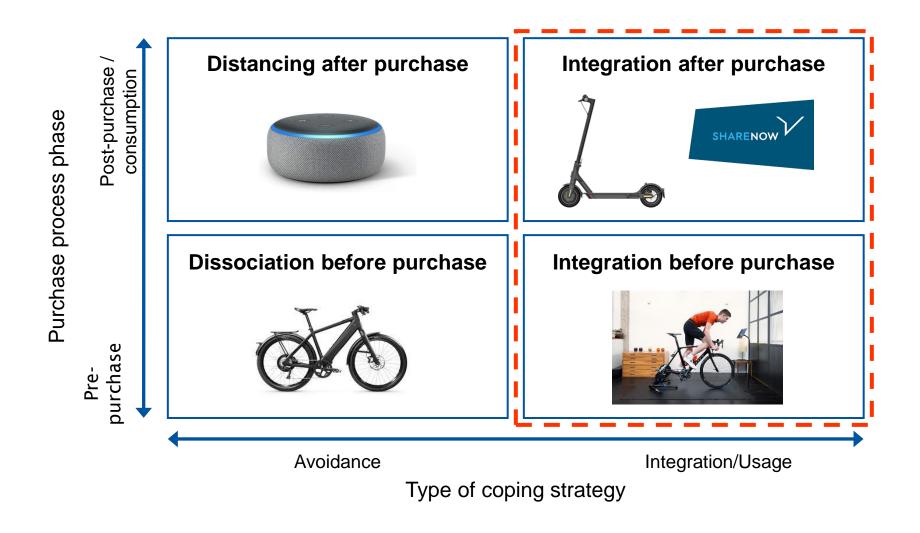
The evaluation of new technologies is often characterized by contradictions/dilemmas

Source: Mick/Fournier (1998), p. 126.

STRATEGIES FOR COPING WITH NEW TECHNOLOGIES



STRATEGIES FOR COPING WITH NEW TECHNOLOGIES



APPROACH STRATEGIES FOR NEW TECHNOLOGIES



INTEGRATION BEFORE PURCHASE

- **Testing out:** borrowing equipment from acquaintances, no definitive ownership before the end of a trial and return period
- Decision heuristics: buying the best/most expensive alternative, buying a basic set, buying a well-known brand.
- Extensive decision-making behavior: Identifying one's own needs and choosing the appropriate alternative
- · Conclusion of guarantees

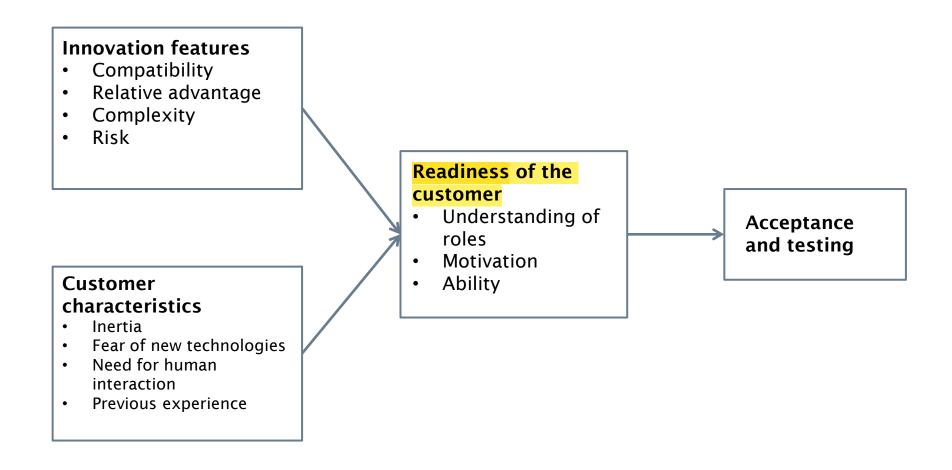


INTEGRATION AFTER PURCHASE

- Adaptation: changing and adjusting one's habits to meet the demands of the new technology
- · Integration: Integration of technology into everyday life and one's own personality
- Mastery: Mastering technology through intensive learning of its applications, strengths and weaknesses.

Source: Mick/Fournier (1998), p. 133.

ACCEPTANCE OF SELF-SERVICE TECHNOLOGIES



Source: Meuter et al. (2005), p. 63.

ACCEPTANCE OF SELF-SERVICE TECHNOLOGIES

Understanding of roles

Motivation

Ability

- Clear understanding of the customer about the degree of involvement
- Clear understanding of the tasks and roles of the company and customers
- Intrinsic motivation:
 Use of SST due to enjoyment,
 intrinsic interest, and desire to learn.
- Extrinsic motivation:
 Use of SST due to concrete incentives (e.g., cost or time savings).
- Competence of a customer to use an SST adequately, without errors and in a target-oriented manner
- Skills represent rather dynamic and evolving action competencies
- Capabilities are often not directly observable, but must be inferred

Knowledge

Willingness

Ability

Source: Meuter et al. (2005), p. 63.

IMPLICATIONS FOR FIRMS

- "For many firms, often the challenge is not managing the technology, but rather getting consumers to try the technology" (Meuter et al. 2005, p. 78)
- Initial use of an SST depends not only on its objective characteristics, but also on psychological variables
- Targeted improvement of role understanding, motivation, and skills promotes initial and continued use of an SST

Source: Meuter et al. (2005)

PROMOTING ACCEPTANCE OF SELF-SERVICE TECHNOLOGIES - SUCCESS FACTORS

- Build trust: Customers who trust the service provider are more likely to accept new technologies launched by the provider.
- Reliability and usability: Self-service technologies must be reliable and have very good usability. Recommendation: Design and test with customers.
- Clear and communicable relative advantages: Self-service technologies must offer a relative advantage over personal service from the customer's point of view. This must be clearly communicated. (Self-checkout vs. Regular checkout)
- Take customers' routines into account: Self-service technologies often require customers to change their familiar routines. This should already be taken into account during development. (How do I get customers to use the technology?).
- Support and training: Support processes and hybrid solutions are important in introductory phases. Some service providers also successfully offer training. (Guidance, Simple Blueprint, Step-by-Step Guide)
- Recovery solutions: Should a technology failure occur, an alternative solution should be available.

Self-Service Technologies: Study

STUDY: FORCING SST AND CUSTOMER RESPONSE

RESEARCH QUESTIONS:

• What happens when you force customers to use SST? How can negative reactions be intercepted?

BACKGROUND:

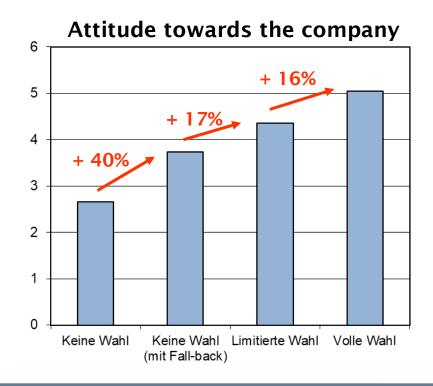
- · Forcing SST restricts customer choice and psychological freedom
- Restriction of (psychological) freedom arouses motivation to regain the threatened option (e.g., revaluation of the option, devaluation of other options)

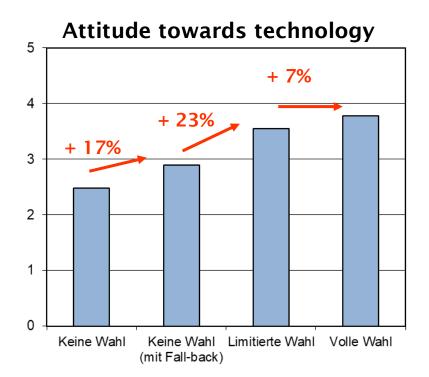
PROCEDURE:

- · Scenario-based experiment with 1,150 British rail customers
- Presentation of 4 different scenarios: a) full choice (switch, two SST), b) restricted choice (2 channels), c) SST + employee contact, d) only one SST.
- · Subsequent survey of customer reactions

Source: Reinders/Dabholkar/Frambach (2008)

RESULTS





The forced introduction of SST may have negative consequences that can be mitigated by fall-back options.

Source: Reinders/Dabholkar/Frambach (2008)

IMPLICATIONS

Always offer more than one channel as part of SST (at least offer an alternative as a fall-back).



Full range of physical channels lowers productivity and does not necessarily increase customer satisfaction

Consider broader implications of SST when making decisions (e.g., lower retention, cross-selling and up-selling becomes more difficult).

STRATEGIES TO IMPROVE CUSTOMER INTEGRATION

EFFECTIVE CUSTOMER INTEGRATION

Role definition of the customer

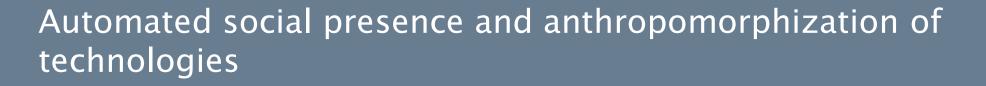
- Recruitment and Training of the customers
- Management of the Customer segments

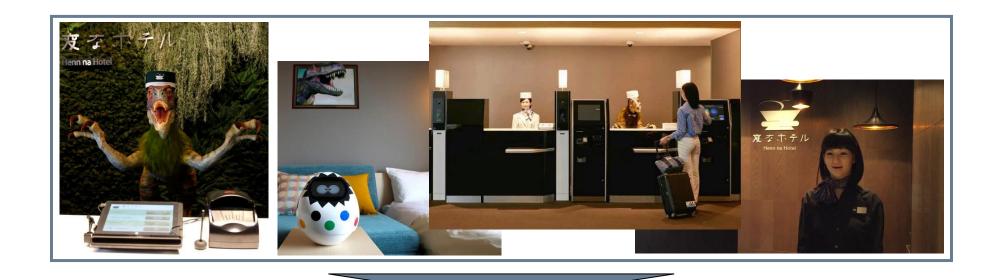
- Define degree of interaction
- Identification of customer tasks
- Analyze implications for quality and productivity

- Recruitment of suitable customers
- Train customers with regard to tasks
- Motivate customers to participate

- Check compatibility of segments
- Isolate incompatible segments from each other

Source: Zeithaml/Bitner/Gremler (2009), p. 400 ff.





"First Robot-Staffed Hotel"

- · Use of human-like robots for reception, room cleaning, etc.
- · Technologies such as facial recognition for room access
- · Goal: Replace 90% of all hotel services with robots
- · Reduces costs and increases convenience

Source: Lovelock/Wirtz (2016), p. 148 f.



#thismorning #phillipandholly #eamonnandruth

Phillip & Holly Interview This Morning's First Robot Guest Sophia | This Morning

 $\underline{https://www.youtube.com/watch?v=5_jp9CwJhcA}$

Berner Fachhochschule | Haute école spécialisée bernoise | Bern University of Applied Sciences

DEFINITIONS

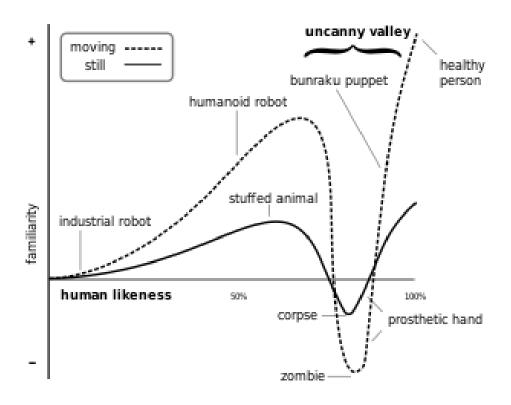
Automated Social Presence (ASP)

The extent to which machines (e.g., robots) make their users feel as if they are in the company of a social being.

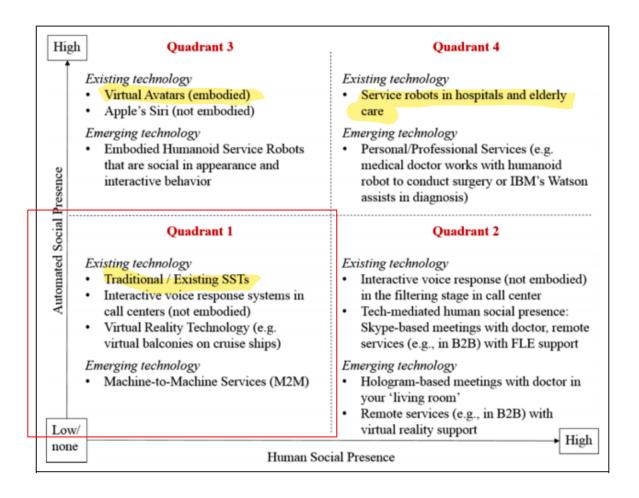
Uncanny Valley Effect

When robots appear more human-like, they initially become more familiar to humans up to a certain point. When the "uncanny valley" is reached, this affinity decreases and a feeling of strangeness, a sense of unease and a tendency to fear and creepiness develop. The uncanny valley describes the negative reaction of humans to certain (too) human-like robots.

CHALLENGE IN HUMANOID TECHNOLOGY: UNCANNY VALLEY EFFECT

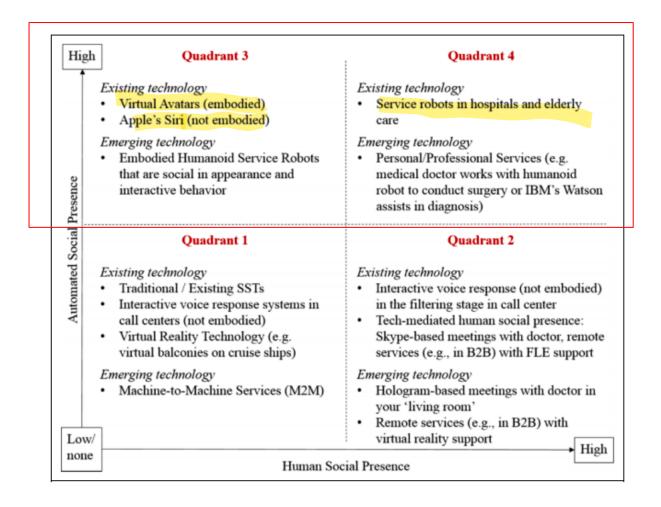


TYPOLOGY ON TECHNOLOGY FORMS IN SERVICE INTERFACES



Source: van Doorn et al. (2017)

TYPOLOGY ON TECHNOLOGY FORMS IN SERVICE INTERFACES

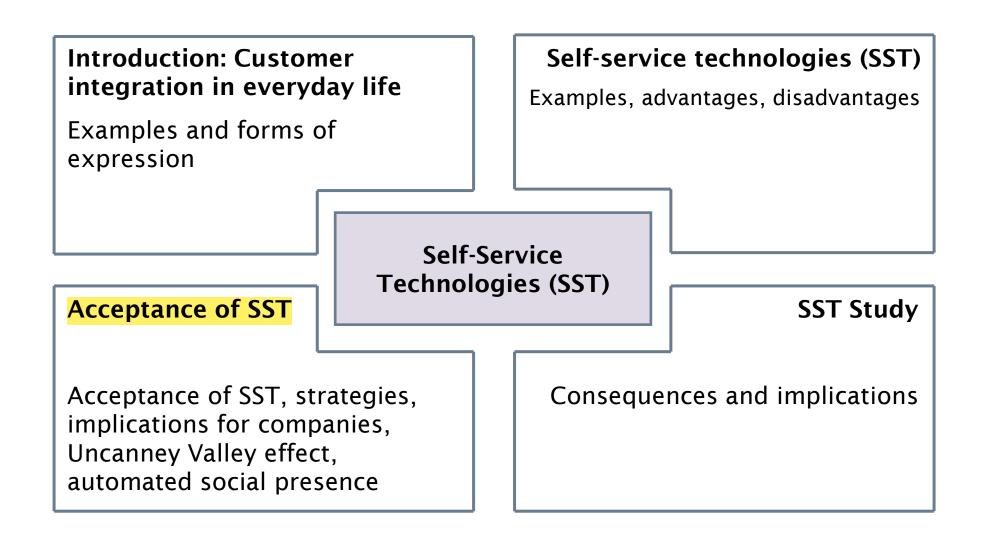


Source: van Doorn et al. (2017)

Self-Service Technologies

Summary

WRAP-UP



LITERATURE SOURCES:

- Lovelock, C.; Wirtz, J. (2016): Services Marketing: People, Technology, Strategy, Global Edition, 7th ed, Upper Saddle River: Pearson Education.
- Meuter, M.; Bitner, M.; Ostrom, A. (2005), "Choosing Among Alternative Service Delivery Modes: An Investigation of Customer Trial of Self-Service Technologies," Journal of Marketing, 69 (April), 61-83.
- Meuter, M.; Ostrom, A.; Roundtree, R.; Bitner, M. (2000), "Self-Service Technologies: Understanding Customer Satisfaction with Technology-Based Service Encounters," Journal of Marketing, 64 (July), 50-64.
- Mick, D.; Fournier, S. (1998), "Paradoxes of Technology: Consumer Cognizance, Emotions, and Coping Strategies," Journal of Consumer Research, 25 (September), pp. 123,143.
- Mori, M., MacDorman, K. F., & Kageki, N. (2012). The uncanny valley [from the field]. *IEEE Robotics & Automation Magazine*, 19(2), 98-100.
- Reinders, M.; Dabholkar, P.; Frambach, R. (2008), "Consequences of Forcing Consumers to Use Technology-Based Self-Service," Journal of Service Research, 11 (2), 107-123.
- Zeithaml, V.; Bitner, M.; Gremler, D. (2009): Services Marketing: Integrating Customer Focus Across the Firm, International Edition, 5th ed, New York: McGraw-Hill.
- Zeithaml, V.; Bitner, M.; Gremler, D. (2009): Services Marketing: Integrating Customer Focus Across the Firm, International Edition, 5th ed, New York: McGraw-Hill.